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PALM INTRANET**Inventor Information for 09/341633**

Inventor Name	City	State/Country
NAKAMURA, SATOSHI	CHIBA	JAPAN
YAMAMURA, HIROYUKI	CHIBA	JAPAN
YAMAMOTO, SHINZI	CHIBA	JAPAN
MORIYA, MASAAKI	CHIBA	JAPAN

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File Format: PDF/Adobe Acrobat

a 16-dot free line pattern in the **display memory**, a text write ... **memory** contents.
especially in graphic **display** systems. The **DMA control** logic ...
ieeexplore.ieee.org/iel6/8296/25928/01156160.pdf - [Similar pages](#)**BiosCentral - Intel RC440BX**2D, To give **control** to any processing after video ROM returns **control**. 2E, If EGA/VGA
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disabled and port B initialised; chipset init/auto **memory** detection next ...
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PDP-15 teletype **control** MC12 PDP-12 **Memory** Extension **Control** MI8E PDP-8 ...
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Interrupt 173 PDP-7 Data interrupt multiplexer (**DMA**?)3 high speed devices, ...
[www.ultimate.com/phil/pdp10/types](#) - 11k - [Cached](#) - [Similar pages](#)**[PDF] &RPSXWHU \$FURQ\PV DQG \$EEUHYLDWLRQV**File Format: PDF/Adobe Acrobat - [View as HTML](#)SIMM Single In-Line **Memory** Module. SIP Single In-Line Package. SIPP Single In-Line
Pin Package ... VDS Virtual **DMA** Specification. VDT Video **Display** Terminal ...
[www.phoenix.com/NR/rdonlyres/A9ADBA82-76B3-443F-9EA7-163C7E47EE82/0/glossary.pdf](#) - [Similar pages](#)**Hitachi to Release 2-D Graphics Renderer Chip for the SuperH Family**A SuperH-compatible interface function, **memory** interface, and **display control** functions
are also included on-chip. 2. Built-in background **display** function ...
[www.hitachi.com/New/cnews/E/1997/971104B.html](#) - 14k - [Cached](#) - [Similar pages](#)

Blue Water Systems - Acronyms and Terms

... DCI **Display Control Interface**; DCL **Data Control Language** + Declaration + DEC ... DM **Distributed Memory**; DMA **Direct Memory Access/Addressing** + Document ...
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Terms used **line memories** and **screen display control** and **DMA**

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Relevance scale **1 The 8 by 8 display**

 R. F. Sproull, I. Sutherland, A. Thomson, S. Gupta, C. Minter
January 1983 **ACM Transactions on Graphics (TOG)**, Volume 2 Issue 1

Publisher: ACM PressFull text available:  [pdf\(1.53 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**2 Digital video display systems and dynamic graphics**

 Ronald Baecker
August 1979 **ACM SIGGRAPH Computer Graphics, Proceedings of the 6th annual conference on Computer graphics and interactive techniques SIGGRAPH '79**, Volume 13 Issue 2

Publisher: ACM PressFull text available:  [pdf\(1.06 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Most digital video display systems have been capable of producing only text or static imagery. This paper shows that these limitations are not intrinsic to the technology, but are rather a direct consequence of the display system architecture. The paper begins by summarizing some of the background required to understand digital video display systems. The state-of-the-art is then surveyed, supported by an extensive bibliography. Existing systems are described in terms of a methodology which ...

Keywords: Animated graphics, Computer animation, Digital video display, Dynamic graphics, Raster display, Raster graphics, Video display, Video raster system

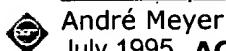
3 Courses: State of the art in interactive ray tracing

 Peter Shirley
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM PressFull text available:  [pdf\(14.08 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Recent improvements in computer hardware have allowed ray tracing to be used in some interactive applications. The trends in architecture and expansions of geometric model should increase the use of interactive ray tracing. This course presents recent and often not-yet published work on interactive ray tracing.

4 Pen computing: a technology overview and a vision



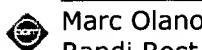
André Meyer
July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

Full text available: [pdf\(5.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

5 Real-time shading



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(7.39 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

6 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

7 Real-time data acquisition at mission control



John Muratore, Troy Heindel, Terri Murphy, Arthur Rasmussen, Robert McFarland
December 1990 **Communications of the ACM**, Volume 33 Issue 12

Publisher: ACM Press

Full text available: [pdf\(6.84 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Perhaps one of the most powerful symbols of the United States' technological prowess is the Mission Control Center (MCC) at the Lyndon B. Johnson Space Center in Houston. The rooms at Mission Control have been witness to major milestones in the history of American technology such as the first lunar landing, the rescue of Skylab, and the first launch of the Space Shuttle. When Mission Control was first activated in the early 1960s it was truly a technological marvel. This facility, however, ...

8 A microprocessor display controller for combining refresh and storage tube graphics  Steven G. Satterfield, Francisco Rodriguez, David F. RogersAugust 1978 **ACM SIGGRAPH Computer Graphics, Proceedings of the 5th annual conference on Computer graphics and interactive techniques SIGGRAPH '78**, Volume 12 Issue 3**Publisher:** ACM PressFull text available:  pdf(570.90 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a stand alone graphics system utilizing a microprocessor based display controller with the capability of combining refresh with storage tube graphics. This combination is accomplished by utilizing the Write-Thru feature of a Tektronix 4014 display terminal. The display controller is a typical Z-80 microprocessor system interfaced to the 4014 by a standard Tektronix parallel interface. A portion of the Z-80 memory is used as the display buffer, allowing it to be divided ...

Keywords: Microprocessor display controller, Refresh display, Storage tube display, Vector graphics

9 An IC design station needs a high performance color graphic display  Neil Weste, Bryan AcklandJune 1980 **Proceedings of the 17th conference on Design automation****Publisher:** ACM PressFull text available:  pdf(537.97 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Raster-scan color graphic displays provide increased visual feedback in many CAD areas. In addition the unique architecture of displays used for this purpose enable other CAD related problems to be solved within the hardware structure of the display. Achieving these features commensurate with human response times requires new architectures and algorithm development for color displays. This paper presents the architecture and some of the algorithms used in an advanced color display ...

10 3D graphics in Linux: Multiple application OpenGL (Mesa) support on GLINT boards  Andreas ArensApril 2000 **Proceedings of the 38th annual on Southeast regional conference ACM-SE 38****Publisher:** ACM PressFull text available:  pdf(900.32 KB)Additional Information: [full citation](#), [abstract](#), [references](#)

Recent developments show that it is possible to implement drivers using 3D Graphics Hardware for the PC, which obtain performance previously found only in very expensive, specialized graphics systems. Typically, these drivers provide single application support only. This unfortunately results in the lack of having the comfort of a Windowing System and the inability to output to more than one viewing window. In this paper, an implementation to include the missing properties is discussed.

11 Contributions: An improved economic design for a display processor intermixing  refresh and storage graphics

Jelte Feenstra, Jan van den Bos

February 1980 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 4**Publisher:** ACM PressFull text available:  pdf(489.36 KB)Additional Information: [full citation](#), [abstract](#), [references](#)

Several designs have tried to capitalize on the rudimentary refresh-capabilities of the Tektronix 4014/4015 display terminal by augmenting the hardware with a microprocessor

and program and display memory. This paper scrutinizes the existing implementations and offers an alternative based on a Zilog Z80 as the heart of the display processor, a direct-memory access channel to the display terminal for picture data transfer, and a parallel I/O interface between display processor and host computer. ...

Keywords: bit-sliced, computer graphics, display buffer, display hardware, display memory, display processor, microprocessor, refresh graphics, storage graphics, storage tube

12 The pixel machine: a parallel image computer



Michael Potmesil, Eric M. Hoffert

July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: [pdf\(3.12 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

We describe the system architecture and the programming environment of the Pixel Machine - a parallel image computer with a distributed frame buffer. The architecture of the computer is based on an array of asynchronous MIMD nodes with parallel access to a large frame buffer. The machine consists of a pipeline of *pipe nodes* which execute sequential algorithms and an array of $m \times n$ pixel nodes which execute parallel algorithms. A *pixel node* directly accesses e ...

13 Neon: a single-chip 3D workstation graphics accelerator



Joel McCormack, Robert McNamara, Christopher Ginos, Larry Seiler, Norman P. Jouppi, Ken Correll

August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Publisher: ACM Press

Full text available: [pdf\(1.58 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: chunk rendering, direct rendering, graphics pipeline, level of detail, rasterization, texture cache, tile rendering

14 PixelFlow: the realization



John Eyles, Steven Molnar, John Poulton, Trey Greer, Anselmo Lastra, Nick England, Lee Westover

August 1997 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Publisher: ACM Press

Full text available: [pdf\(1.54 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: compositing, deferred shading, object-parallel, rendering, scalable

15 The big three - today's 16-bit microprocessor



R. K. Bell, W. D. Bell, T. C. Cooper, T. K. McFarland

November 1980 **ACM SIGMICRO Newsletter , Proceedings of the 13th annual workshop on Microprogramming MICRO 13**, Volume 11 Issue 3-4

Publisher: IEEE Press, ACM Press

Full text available: [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper reports on the functional evaluation of the three 16-bit microprocessors, namely the Intel 8086, the Zilog Z8000, and the Motorola MC68000. These microprocessors were employed in several CRT applications, both monochrome and color. Execution time benchmark tests were made, mechanization problems compared and instruction/architectural characteristics highlighted. Conclusions and recommendations are made applicable to terminals and similar Sperry Univac products.

16 A programming environment for a timeshared system

Richard P. Gabriel, Martin E. Frost

April 1984 **ACM SIGPLAN Notices , ACM SIGSOFT Software Engineering Notes , Proceedings of the first ACM SIGSOFT/SIGPLAN software engineering symposium on Practical software development environments SDE 1**, Volume 19 , 9 Issue 5 , 3

Publisher: ACM Press

Full text available: [pdf\(859.14 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In 1968 the Stanford Artificial Intelligence Laboratory began to construct a programming environment from a PDP-10, a pre-TOPS-10 DEC1 timesharing system, and some innovative terminal hardware. By now this has developed into a programming environment for a KL-10 that integrates our editor with various other system functions, especially the Lisp subsystem. We use the term 'SAIL' to refer to the Stanford A. I. Lab KL-10 computer running the WAITS timesharing system. [Ha ...

17 A mobile remote data collection and graphics display station

John G. Miles

July 1976 **ACM SIGGRAPH Computer Graphics , Proceedings of the 3rd annual conference on Computer graphics and interactive techniques SIGGRAPH '76**, Volume 10 Issue 2

Publisher: ACM Press

Full text available: [pdf\(115.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

A low cost graphic and data collection facility consisting of a storage tube display, plotter, digital multimeter, floppy disc, calculator and BCD instrumentation interface has been built into a single, mobile unit. Laboratory data may be collected automatically by recording the output of the low speed digital multimeter or medium speed BCD DMA interface in calculator memory and then buffering the data to either floppy disc or tape cassette. The data can be summarized and displayed immediately o ...

18 Firefly: a multiprocessor workstation

Charles P. Thacker, Lawrence C. Stewart

October 1987 **ACM SIGARCH Computer Architecture News , ACM SIGPLAN Notices , ACM SIGOPS Operating Systems Review , Proceedings of the second international conference on Architectural support for programming languages and operating systems ASPLOS-II**, Volume 15 , 22 , 21 Issue 5 , 10 , 4

Publisher: IEEE Computer Society Press, ACM Press

Full text available: [pdf\(1.10 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Firefly is a shared-memory multiprocessor workstation that contains from one to seven MicroVAX 78032 processors, each with a floating point unit and a sixteen kilobyte cache. The caches are coherent, so that all processors see a consistent view of main memory. A system may contain from four to sixteen megabytes of storage. Input-output is done via a standard DEC QBus. Input-output devices are an Ethernet controller, fixed disks, and a monochrome 1024 x 768 display with keyboard and mouse. Option ...

19 Computing curricula 2001 September 2001 **Journal on Educational Resources in Computing (JERIC)****Publisher:** ACM PressFull text available:  [pdf\(613.63 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#) [html\(2.78 KB\)](#)**20 Leo: a system for cost effective 3D shaded graphics** Michael F. Deering, Scott R. NelsonSeptember 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques****Publisher:** ACM PressFull text available:  [pdf\(241.27 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** 3D graphics hardware, antialiased lines, floating-point microprocessors, gouraud shading, parallel graphics algorithms, rendering

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